

Application No.: 09/895,768
Amendment dated: December 13, 2004
Reply to Office Action dated: August 12, 2004

REMARKS/ARGUMENTS

Claims 1-15, and 19-29 are pending and rejected in the application. Claim 18 was rejected under 35 U.S.C. §112, first paragraph for failing to comply with the enablement requirement. Claims 1-18 were rejected under 35 U.S.C. §112, second paragraph as being indefinite. Claims 1, 4-7, 15-18, and 19-26 are rejected under 35 U.S.C. §102(b) as being anticipated by Adobe Dynamic Media Group, "A Digital Video Primer," pp 1-31; June 2000. Claims 2, 3, 8-14, and 27-29 were rejected under 35 U.S.C. 103(a) as being unpatentable over Adobe Dynamics Media Group in view of Demos U.S. Patent No. 6,442,203.

Claims 1, 2, 15, and 19 have been amended.

Claim Rejections Under 35 U.S.C. §112, first paragraph

Claim 18 was rejected under 35 U.S.C. §112, first paragraph. Claims 16-18 have been cancelled without prejudice or disclaimer of the subject matter contained therein. Claim 15 has been amended to replace claims 15-18 as originally filed. Accordingly, this rejection is now moot.

Claim Rejections Under 35 U.S.C. §112, second paragraph

Claims 1-18 were rejected under 35 U.S.C. §112, second paragraph as being indefinite. Applicants submit that the claim as originally written is not indefinite. The words "resizing each full frame" clearly means spatially resizing because it is not possible to temporally resize "each"

frame. Accordingly, reconsideration and withdrawal of the rejection of claims 1-18 under 35 U.S.C. §112, second paragraph is respectfully requested.

Claim Rejections Under 35 U.S.C. §102(b)

Claims 1, 4-7, and 15-26 are rejected under 35 U.S.C. §102(b) as being anticipated by Adobe Dynamics Media Group, "A Digital Video Primer," ("Adobe-Dynamics-Media-Group"). Applicant submits that Adobe-Dynamics-Media-Group does not contain all of the elements of independent claims 1 and 19.

Adobe-Dynamics teaches:

There are many different ways of compressing video. One method is to simply reduce the size of each video frame. A 320x240 image has only one-fourth the number of pixels as a 640x480 image. Or we could reduce the frame rate of the video.

This does not teach resizing full frames that have been rendered in the same manner as described in claim 1, for example.

Further, Adobe-Dynamics teaches:

There are three different frame types in MPEG-2. These are known as I, P, and B frames. I stands for "intraframe" encoding and works just like a DV frame of video. The P frame is a "predicted" frame. It is compounded from the frames previous to it. B is for "bi-directional" frame. This means that not only is the B frame computed from previous frames, it can also use frames that come after it. More data must be preserved to describe I frames, making them the "largest," whereas P frames can be less than a tenth of that size. B frames are the smallest. Because the P and B frames are calculated from the I frames, you can't just have one I frame and the rest P's and B's. There must be I frames interspersed or else the accumulated error becomes too great and the image quality suffers.

This does not teach blending consecutive frames that have been resized as recited in claim 1 because neither I, B, nor P frames are resized at all. Furthermore, neither I, B, nor P frames are blends of consecutive frames.

Applicant further submits that Adobe-Dynamics in fact teaches away from the applicant's claimed invention. Adobe-Dynamics teaches that resizing and frame blending are compression techniques that reduce amounts of data, but as a result also reduce video image quality. "The goal of compression is to reduce the data rate while still keeping the image quality high."

(Adobe-Dynamics Media Group, page 7) "Because the video is compressed, it is possible for there to be visible degradations – known as compression artifacts." (Adobe-Dynamics Media Group, page 11) Applicant's disclosure teaches resizing and frame blending as part of a method that may actually reduces artifacts. Additionally, when speaking about resizing frames, Adobe-Dynamics-Media-Group states that "[t]hese simple compression schemes won't work, however, if we want our video to be displayed on a television monitor at full resolution and frame-rate. What we need is another way of approaching the compression problem." (Adobe-Dynamics-Media-Group, page 7) This explicitly teaches against the applicant's claimed invention.

Applicant submits that Adobe-Dynamics-Media-Group, therefore, does not teach the claimed invention and that claim 1 is allowable. Applicant further submits that claims 4-8 and 15-18 are allowable as depending from claim 1.

Claim 19 was rejected under the same rationale as claim 1. Applicant submits that claim 19 is allowable based on the reasoning above. Applicant further submits that claims 20-29 are allowable as depending from claim 19.

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Claim Rejections Under 35 U.S.C. §103(a)

Claims 2, 3, 8-14, and 27-29 are rejected under 35 U.S.C. §103(a) as being unpatentable over Adobe-Dynamics-Media-Group in further view of Demos. Applicant submits, based on the same reasoning as above, that Adobe-Dynamics-Media-Group does not teach the method of claim 2, and that Demos does not teach the aspects of the applicant's invention that Adobe-Dynamics-Media-Group lacks. Therefore, applicant submits that claim 2 is allowable, and that claims 9-11 are allowable as depending from claim 2.

For all the above reasons, the applicant respectfully submits that this application is in condition for allowance. A Notice of Allowance is earnestly solicited.

The Examiner is invited to contact the undersigned at (408) 975-7500 to discuss any matter concerning this application.

The Office is hereby authorized to charge any additional fees or credit any overpayments under 37 C.F.R. §1.16 or §1.17 to Deposit Account No. **11-0600**.

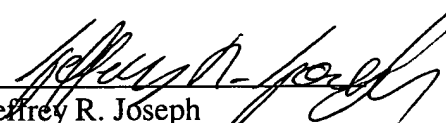
Respectfully submitted,

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